A story

Everything has a story

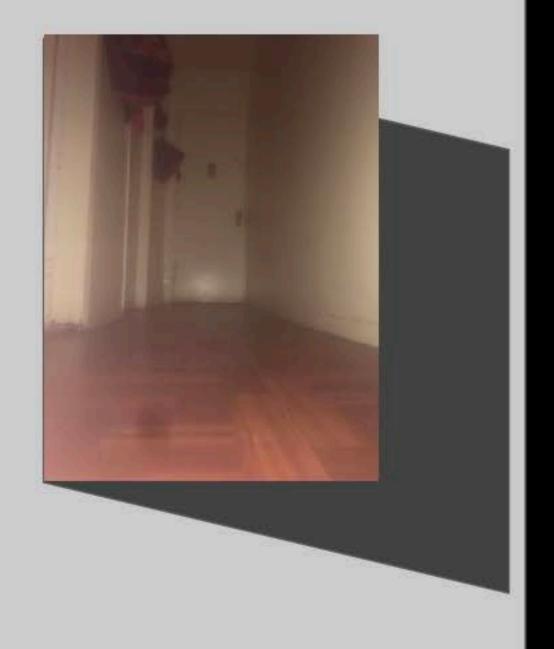




you just have to find it

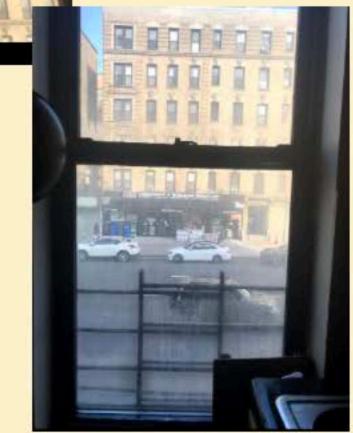


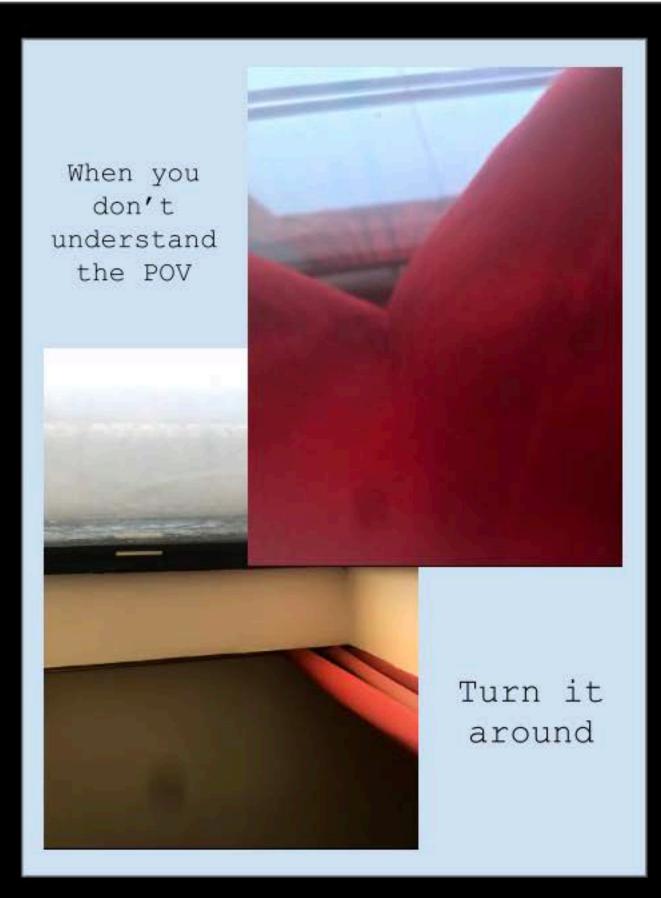
as foggy as it's told





Will
slowly
turn
out to
be as
clear
as day







You would
then
understand
the
character's
Lenses



That's how you manage a story